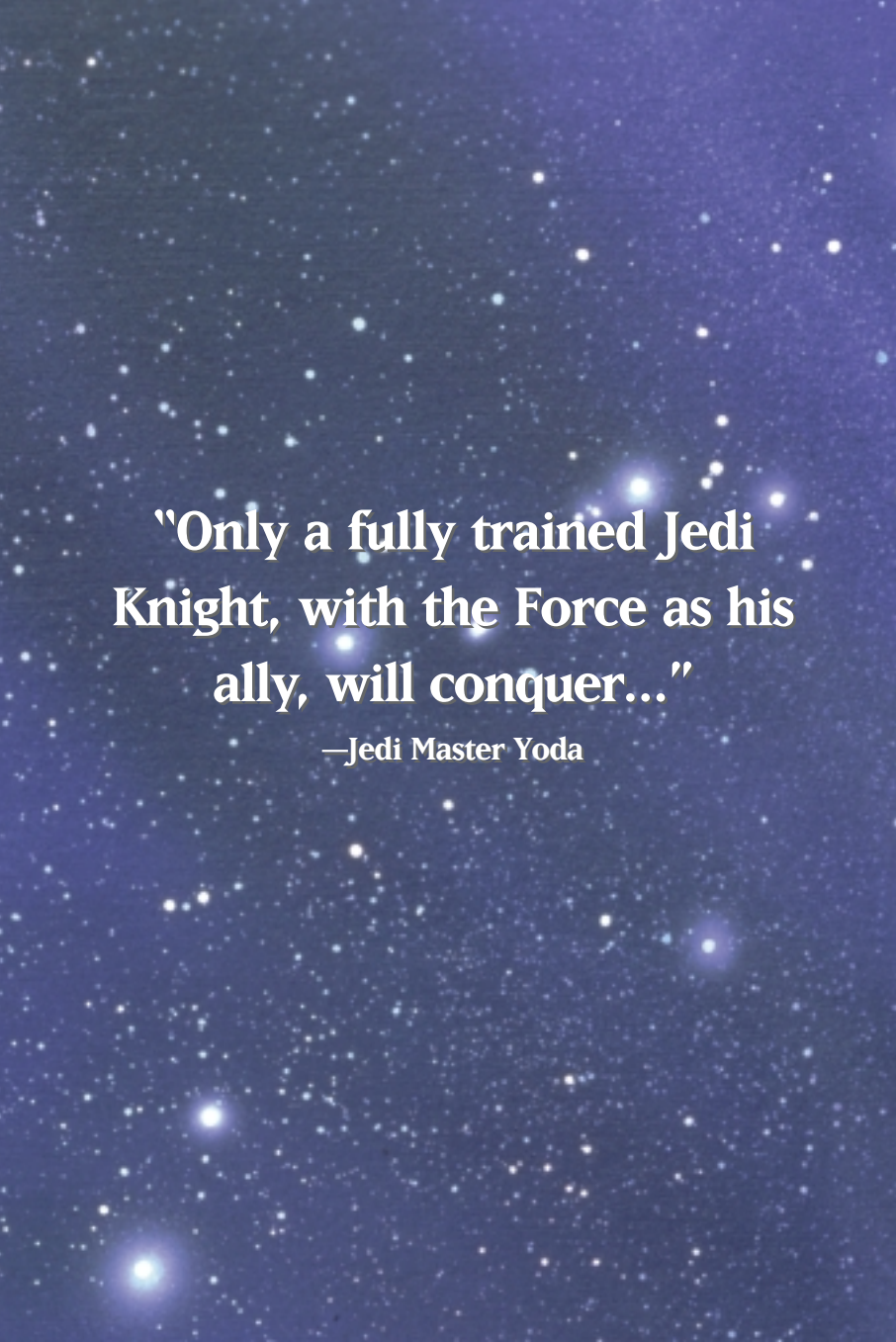
"Only a fully trained Jedi Knight, with the Force as his ally, will conquer..."
—Jedi Master Yoda

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BACKSTORY

You play ***Kyle Katarn***, the mercenary hero from *Dark Forces* who successfully infiltrated the Empire. *Jedi Knight: Dark Forces II* continues the story of Katarn as he embarks on a quest into his past and learns the mysterious ***ways*** of the Jedi. Soon after the destruction of the Emperor and Darth Vader, the Jedi are rising once again. Your father has been murdered by ***Jerec***, the most powerful of ***seven*** Dark Jedi. Jerec wants to ***unlock*** the Force energy of thousands of past Jedi Knights held in a hidden Jedi burial ground. Your father died keeping the burial ground's location a ***secret*** from Jerec. As Kyle, you must stop Jerec's evil quest and ***avenge*** the death of your father. This task forces Katarn to ***decide*** his destiny. If he chooses the ***dark*** side, he will come into enormous ***power***. If he chooses the light side, he faces seemingly insurmountable ***evil***. Whatever path Katarn chooses will change the face of the galaxy forever.

When Kyle initially discovers the ***Force***, he is uncommitted to either side. Eventually, he develops his Force powers and ***must*** make a choice. During the game, your ***actions*** help determine your alignment to either the dark or the light side. If you choose the light side, you'll want to ***stop*** Jerec from unleashing his evil on the galaxy. If you ***choose*** the dark side, you'll want to stop him and ***seize*** the power for yourself. To find the powerful burial ground, you'll need to follow scant ***clues*** left by your dead father and his allies. Along the way, you ***aspire*** to become a Jedi Knight yourself, though whether it's a good or an evil Jedi is ***yet*** to be decided.

"A Jedi's strength flows from the Force.
But beware of the dark side."
—Yoda

CHECKING YOUR SYSTEM

If you are not sure if your computer meets the system requirements to run *Jedi Knight*, you can analyse your computer before installing.

Analyse Your Computer Results

1. Insert the *Jedi Knight* Disc 1 into your CD-ROM drive. The **Installation** menu should appear.
2. Click the **Analyse Your Computer** button to run the system checker. This makes sure your system meets the basic requirements for running the game. The dialog tells you right away if your system does not meet requirements by listing an item as "Failed" in the list.
3. If your system doesn't meet the requirements, you may not be able to play the game.
4. Make sure you have enough free space (at least 60MB) on your hard drive (for the minimum installation). You'll need at least 40MB for the game and 20MB free space for swap files.
5. If your system passes the system checker, you are ready to install *Jedi Knight*. Click **OK**.
6. See the Readme and Troubleshooting Guide for more details on checking your system and system requirements.

INSTALLATION

1. Close all open windows on your desktop and quit all other applications.
2. Put the *Jedi Knight* Disc 1 in your CD-ROM drive.
3. The *Jedi Knight* **Installation** menu will appear. If Autoplay is disabled, and the game's **Launcher** does not appear when you place the CD-ROM in the drive, then you'll need to open the **Launcher** manually. To do this: Double-click the **My Computer** icon, then double-click the **CD-ROM** icon in the window that opens. Double-click the **Jedi.exe** file to open the **Launcher**. It has these options:

Installation Menu

- ► **Install Jedi Knight:** Install the game on your hard drive.
- ► **View Readme:** We strongly suggest you open the Readme to view the most up-to-date technical information.
- ► **Troubleshooting:** See the Troubleshooting Guide for detailed installation and troubleshooting tips.

- ► **Analyse Your Computer:** This button runs a system checker to make sure your system meets the basic requirements for running the game. See Checking Your System above for details.
- ► **Exit to Windows:** Returns you to your desktop.

4. To install, click the **Install Jedi Knight** button. Follow the onscreen instructions to setup and install.
5. You will be prompted to select a 2D video resolution. The low-res option (320 x 200) increases game performance, but graphics quality may suffer. The high-res option (640 x 480) is only for users with high-end machines and video cards. If you are not sure about your system, pick low-res. Other video resolution options are available within the game.
6. You'll be asked to select low-res or high-res sound. Low-res is the default setting. **WARNING:** Choosing high-res can adversely affect performance. Pick high-res only if your system has at least 32MB of RAM.
7. You will be asked to choose size of installation (Minimum, Standard and Complete). Minimum is not recommended for low-end machines, but select it if you are short on hard drive space. The load times will be very slow. Standard is recommended for most machines. The Complete install is recommended for low-end machines and will improve load times and overall performance.
8. Next, choose the destination for *Jedi Knight* installation. The default *Jedi Knight* directory is: **C:\Program Files\LucasArts\Jedi Knight**. (The letter of your hard drive may be different.) If this is not what you want, specify a different drive and/or directory name.
9. Setup will create a *Jedi Knight* Program Folder for the program icons. Click **Next** to create a new folder or select an existing folder, then click **Next**.
10. You'll be given the option to create a series of shortcuts. Creating a shortcut will make it easier for you to find the game and start it up. Click the tickboxes to deselect any shortcuts you don't want. You'll also have another opportunity to view the Readme.
11. If the game is successfully installed, you will see a **Setup Complete** screen.
12. While installing *Jedi Knight*, you will be asked to install Microsoft's *DirectX*, which is necessary to run the game. If you have not installed *DirectX* 5.0 on your machine before, then you will be prompted to do so. You can also select to install or reinstall *DirectX* by choosing **Readme and Troubleshooting** from the **Launcher**, then select **Install DirectX 5.0**. If you are not sure if *DirectX* 5.0 will work on your machine, choose **Readme and Troubleshooting** from the **Launcher,** and select **Analyse Your Computer** to see if your hardware has *DirectX* 5.0-certified drivers installed. Click **OK** when finished. See the Troubleshooting Guide for more information on *DirectX*. **NOTE:** You may be prompted to insert your Windows 95 CD-ROM while installing *DirectX*. It's a good idea to analyse your system after installing *DirectX* to see if everything is in order.
13. Now you are ready to play *Jedi Knight*.

If You Have Trouble Installing

If you are having trouble installing the game, see the Troubleshooting Guide for more detailed installation and troubleshooting tips. To access the Troubleshooting Guide:

1 Open the **Launcher**.

2 From the **Launcher**, click **Readme and Troubleshooting**, then **Troubleshooting Guide**.

Launcher Menu

RUNNING THE GAME

1 To run the game, insert the *Jedi Knight* Disc 1 into your CD-ROM drive. The game's **Launcher** will appear automatically if Autoplay is active.

2 If Autoplay is disabled, find the *Jedi Knight* directory on your hard drive and double-click **Jedi.exe**, or double-click the CD-ROM icon, then double-click the **Jedi.exe** file, and select **Play Jedi Knight** in the **Launcher** to play the game.

3 Once *Jedi Knight* is installed, the **Launcher** appears. This **Launcher** appears whenever you insert your *Jedi Knight* Disc 1, when you double-click the CD-ROM icon, or when you select the *Jedi Knight* short cut from your Start menu.

New Player Screen

4 Click **Play Jedi Knight** in the **Launcher** screen, which takes you to the opening cutscene and then to the **New Player** screen.

Launcher Screen

The *Jedi Knight* **Launcher** has the following options:

- **Play Jedi Knight:** This button launches the game. The first time you launch the game you will need to create a new player.
- **Readme and Troubleshooting:** Takes you to a screen where you can:
  View Readme: We strongly suggest you open the Readme to view the most up-to-date information.
  View the Troubleshooting Guide: See for detailed troubleshooting and installation tips.
  Install DirectX 5.0: Installs *DirectX* 5.0 on your system.
  Analyse Your Computer: This button runs a system checker to make sure your system meets the basic requirements for running the game. If you see "Failed" in the list, it means your system does not meet that particular requirement. Click **Troubleshooting Guide** for more information about analysing your computer and system requirements.
  Done: Returns you to the **Launcher**.
- **Calibrate Joystick:** This brings up the Windows 95 joystick calibration program so you can calibrate your joystick if you have one. Follow the onscreen directions to use.
- **Uninstall Jedi Knight:** Removes the game from your hard drive.
- **Exit to Windows:** Returns you to the desktop.

Main Menu

Player Selection Screen

Creating a New Player

Click the **Play Jedi Knight** button in the **Launcher** to launch the game. If you've never played before, you must create a new player. On the **Players** Screen create a new player, or you can remove an old one. **NOTE:** When you save a player, the custom controls and other configuration options you set will be saved with that character.

1 At the **Players** Screen, type in a new player name and select a difficulty level (Easy, Medium, Hard). The difficulty setting will stay the same for your player's name throughout the game. This name will also be the name of your character in multiplayer games.

2 If you want to change the difficulty level, you'll need to create a new player name and select a different difficulty for it.

3 Click **OK** to save your player's name, then the **Main Menu** will open.

Select an Existing Player

If you've created players before, previously saved player names will appear in a list on the **Players** screen, which you can open from the **Main Menu**. Select a name from the list to launch that player's saved game. To remove a player, highlight the name in the list and click the **Remove** button.

Main Menu

Once you have selected or created a player, you'll see the **Main Menu**. From the **Main Menu**, you can choose:

- **Single Player:** Select this to play the single player levels of *Jedi Knight*. You can begin a new game or load a saved game.
- **Multiplayer:** Select this button to host or join a game against other players over modem, Local Area Network or the Internet. See the Multiplayer section on page 41 for details on multiplayer gaming.
- **Players:** Here you can select existing player names, create new players or remove existing players.
- **Cutscenes:** These movies play before each level. Click to see a list of cutscenes to view. You can only view the opening cutscene and cutscenes from the game levels you have completed. Select a cutscene name and click **OK** to view or click **Cancel** to close.
- **Setup:** Click to adjust **Setup** options. See the Setup Screen section below for details. **NOTE:** 3D card users should adjust **Setup Display** before entering the game. See Adjusting for 3D Acceleration on page 11 for details.
- **Credits:** Click to see the creators of *Jedi Knight*.
- **Quit:** Exits the game and returns you to the desktop.

Save and Load Games

Save: From within the game, press the **ESC** key to access the **Option** screen. From this screen click **Save** to save your current game up to the point you've played. Saving brings up a **Save Game** list that allows you to name and save multiple games. Select a name from the list to load a previously saved game. If you get killed, you will restart from the last point saved. (You can also quick-save by pressing **F9** to save over the last quick-saved game during gameplay.)

Load: From within the game, press the **ESC** key to access the **Option** screen. From this screen click **Load** to load a saved game. Select a name from the list to load a previously saved game.

Setup Screen

Click **Setup** in the **Main Menu** or in **Option** screen to adjust **Setup** options including: **General**, **Gameplay**, **Display**, **Sound** and **Controls** (keyboard, mouse and joystick) configurations. See below for more details on the **Setup** options. Click **OK** to confirm your changes and return to the **Main Menu**, or click **Cancel** to return to the **Main Menu** without changing anything. You can change setup items at any time during gameplay by pressing **ESC** to get to the **Option** screen, then clicking **Setup**. Move the mouse over labels to get definitions of the settings.

Setup Screen

Gameplay Screen

Options available in the **Setup** screen are:

- **General:** Click tickboxes to turn cutscene subtitles on/off (a good idea if you have no sound card) or to disable cutscenes so they don't play. You can also enable rotation of the overlay map. See next page for details.
- **Gameplay:** This screen has many options available to adjust aiming and using weapons. See next page for details on the settings.
- **Display:** Click to adjust screen and video settings and to adjust for your 3D accelerator card (if you have one).
- **Sound:** Adjust the levels for the game's sound effects and music.
- **Controls:** Here you can view and customise all the game's default controls (mouse, joystick and keyboard) and save and load your custom controller configurations.

General Screen

Adjust the following settings:

- **Enable full subtitles on cutscenes:** Using this option will display subtitles for all the cutscene dialogue.
- **Enable rotation on overlay map:** This option makes the overlay map (**TAB** key) rotate around you, keeping the forward view to your north on the screen.
- **Disable cutscenes:** Checking this box will prevent the cutscenes from playing during single player games.

Gameplay Screen

You can adjust settings related to aiming and using weapons. If you wish to change settings, click the tickboxes to toggle features on/off for both single and multiplayer (MP) games. Settings for both single and multiplayer have (MP) after them.

Sound Screen

Display Screen

- **Enable auto-aiming:** This option allows you to hit targets more accurately. It's recommended if you use only the keyboard for movement.
- **Enable aiming cross hair:** This displays cross hairs in the game screen that can help you aim at targets.
- **Enable lightsaber auto-camera:** This option will change to third-person view whenever you arm the lightsaber. It will return to first-person view when you switch to another weapon.
- **Automatic pickup weapon (MP):** Check this to automatically arm any weapon that you pick up.

  No dangerous weapons (MP): This does not allow the automatic switch to arm potentially dangerous weapons like the thermal detonator, rail detonator, sequencer charge and concussion rifle.

  No weaker weapons (MP): This does not arm weaker weapons when you pick them up.

  Keep lightsaber (MP): This always keeps your lightsaber in hand even if you pick up other weapons.
- **Automatic switch weapons (MP):** When you run out of ammo, this automatically switches your weapon to the next available weapon.

  No dangerous weapons (MP): This does not allow the automatic switch to arm potentially dangerous weapons.
- **Automatic reload weapon (MP):** This reloads a previously emptied weapon when you pick up some ammo for it. It does not load dangerous weapons if you have **No dangerous weapons** checked.

  Keep lightsaber (MP): This allows you to keep the lightsaber regardless of the weapons you pick up.

ADJUSTING FOR 3D ACCELERATION

(For 3D Accelerator Card Owners)

Jedi Knight has *Direct3D* support and will run *Direct3D*-compatible 3D acceleration cards. If you have a supported 3D accelerator card, you can enable 3D acceleration for better display performance. For more on specific 3D acceleration cards and up-to-date information and developments, see the Readme, Troubleshooting Guide, or the Technical Support section of the LucasArts Web page (**www.lucasarts.com**). Also, consult the manufacturer's documentation that comes with your 3D card.

NOTE: Some 3D accelerator cards are incompatible with *Jedi Knight.*

To configure your particular 3D accelerator card:

1 To adjust your video settings, select **Setup** from the **Main Menu**. (If you are already in the game, press **ESC** to get to the **Setup** screen.)

2 From within **Setup**, click **Display**.

3 Click the **Enable 3D Acceleration** tickbox. If the tickbox does not appear, your 3D card may not be compatible with the game.

4 Choose the video resolution best suited for your card and system. A common one to try is 640 x 480. You may need to experiment to see which resolution gives the best performance while looking the best. **NOTE:** Most displays will not be able to run at resolutions higher than 640 x 480.

5 To experiment, enter the game to see its graphic quality and performance.

6 If the graphics look poor or the game runs too slowly, return to the **Display** screen (Press **ESC**, then **Setup**, then **Display**) and select a different resolution. Return to the **Setup** screen.

7 You may need to set a minimum 3D texture size. See the page under 3D Accelerator Minimum Texture Size for details.

Display Screen

- **Video Mode:** This is a list of screen resolutions that can be selected (which affects the frame rate). You can select to enable 3D acceleration if you have a 3D accelerator card. See the Adjusting for 3D Acceleration section above for details on doing this. If you do not have a 3D card, the game defaults to software settings. In general, setting a higher resolution produces better graphics, but can slow down game performance. Experiment to see which resolution works best on your machine. 320 x 200 is recommended for users with slower machines. (Resolutions that say "ModeX" after them generally are slower than non-ModeX resolutions of the same dimensions.) 640 x 480 is recommended for users with higher-end machines. Some display cards are unable to use modes above 640 x 480. Only advanced users should use resolutions above 640 x 480.
- **Screen Brightness:** Move the slider either way to adjust screen brightness in the game.

- **View Size:** Adjusting this slider changes the size of the game window. Slide to the left for a smaller window, to the right for a larger window. Keep in mind that the larger the window is, the slower the game will play. A smaller window will increase performance. You can also change the window size during gameplay by pressing the + and - keys.
- **3D Accelerator Minimum Texture Size:** Certain 3D accelerator cards have a limit on the minimum texture size used. The default setting is **1**, but if you have a Matrox Mystique card, type **8** in the box. If you have a NEC PowerVR card, type **32** in the box. If you have any other brand card, leave the setting at **1**. See the Troubleshooting Guide for more detail.
- **Back Buffer in System Memory:** If you experience a dramatic decrease in performance when looking through translucent windows and water, checking this option may improve performance. If you don't experience a slowdown in performance, disregard this option. See the Readme and Troubleshooting Guide for more information.

Controls Screen

Keyboard Screen

Sound Screen

Here, you can adjust the volume for the game's sound effects and music.

- **Enable Aureal 3D Sound:** Tickbox appears if you have Aureal 3D sound card. Click tickbox to enable spatialised sound effects. If you are unsure, leave it unchecked.
- **Music Volume:** Move the slider to the left to turn down music, and to the right to turn it up.
- **SFX Volume:** Adjusts the volume of sound effects up and down.
- **Digital Channels:** This slider affects how many sound effects can play at one time. In general, leave this slider alone unless you have a high-end machine. Moving the slider to the right makes more sounds play at once. Adjusting the slider too high can hurt game performance. Adjust the slider down if you find that sounds are skipping or getting cut off.
- **Using Low-Res/High-Res Sounds:** This message indicates which sound set you chose during the install process. **NOTE:** It is possible to change the sound set (either low-res or high-res) that you chose during installation by uninstalling and reinstalling the game. Select the other set of sounds during installation to change it. Be sure to save your players when prompted, or you will lose any saved games made with those players.

Controls Screen

You can see all the default game controls (mouse, joystick, keyboard commands) and customise the default settings if you wish.

- **Keyboard Screen:** Here you can customise your keyboard controls. Some features have more than one key. See below for details on customising the keyboard.
- **Mouse Screen:** Customise what the mouse buttons do, adjust mouse sensitivity (move slider to the left to reduce sensitivity, to the right for more sensitivity), and change the x- and y-axis and reverse direction. (Reversing direction makes the cursor move opposite from the way you move the mouse.)

Joystick Screen

Mouse Screen

- **Joystick Screen:** Joysticks are disabled by default. To make the game respond to your joystick, click the **Enable Joystick** tickbox. To find the name of each action on your joystick, click **Identify** and push each button on your joystick to see what it does. You can also move the joystick to see each action. Click **ESC** when done. You can also adjust the sensitivity of your joystick and reverse its direction on this screen. To calibrate your joystick, click **Configure** to run the Windows 95 joystick calibration program. When you are done, close the joystick control panel and click *Jedi Knight* in the taskbar to return to the game.
- **Options:** Here you can set control options for the following:
  Load Configuration: Use this button to load custom controls made for many popular input devices. See below for details on doing this. **NOTE:** Loading a control configuration will overwrite your current control setup. You should save your custom configuration before loading a new one.

Save Configuration: Use this to save a set of custom controls for special input devices. See below for details on doing this.

Enable Free Look: Allows dynamic control of your character's view with look controls.

Enable Automatic View Centering: Automatically centres your view when you move forward.

Always Run: Click the tickbox to make your character always run.

Level Completion Screen

Customise Keyboard Default Settings

1. Click **Controls**, then click **Keyboard**. A list of all the keys and what they do appears.
2. Highlight the name of the keyboard control you wish to change by clicking on it.
3. Click **Add**. You will be prompted to press a new key to replace the default.
4. To remove a key command, highlight the command in the list and click **Remove**.
5. All changes will be saved with your current player.
6. If you wish to reset controls to the original settings, press the **Restore Defaults** button.

Customise Joystick or Mouse Default Settings

1. Click **Controls**, then click either **Joystick** or **Mouse**. A list of all the joystick or mouse controls and what they do appears.
2. Highlight the name of the joystick or mouse control you wish to change by clicking on it.
3. Click **Edit**. From the list that appears, pick a new action for the highlighted control.
4. To remove a joystick or mouse command, highlight the control in the list and click **Remove**.
5. All changes will be saved with your current player.
6. If you wish to reset your customised controls and return to the default controls, press the **Restore Defaults** button.

Saving and Loading Your Custom Controls

You will not need to save or load custom settings unless you have unusual input devices like the Spaceball or Assassin3D. Normal custom settings you've made for the joystick, keyboard or mouse are saved with your player name.

1. After you've made any changes to your controls, click **Options** in the **Setup** screen.
2. Select **Save Configuration**. Type in a name for your custom configuration and click **OK**.
3. To use your custom settings another time, click **Options** in the **Setup** screen, then select **Load Configuration**. Select the name of the custom configuration you wish to use from the list.

Level Completion Screen (Single Player Only)

When you finish a level, the **Level Completion** screen appears. This screen shows a tally of what you accomplished during the level, including secret areas found and Force experience stars earned. (See the Gaining Force Powers section on page 28 for details on earning stars.) At the top of the screen you'll see your player name and your Jedi Rank. Your Rank increases as you complete game levels and gain more Force power ability.

Ranks Used in *Jedi Knight*

Basic Jedi Ranks	*Light Side Ranks*	*Dark Side Ranks*
1. Initiate	5. Charge	5. Charge
2. Learner	6. Disciple	6. Disciple
3. Apprentice	7. Master	7. Primarch
4. Journeyman	8. Lord	8. Dark Lord

Force Power Allocation Screen

This screen does not appear until Force Powers or stars are earned. Beyond that, you'll see it after the completion of every level. You get Force points or "stars," depending on how many of the secret areas you found. You can allocate the stars among the available set of specific Force powers.

Force Power Allocation Screen

Having these Force powers enhances your abilities during the game. (For example, you might be able to jump higher, throw lightning bolts or heal yourself.) Your character may have Force abilities your rivals don't possess. See the Assigning Force Power Stars section on page 28 for more details on this screen.

GAME CONTROLS

Below is a list of the default keyboard, joystick and mouse controls for *Jedi Knight*. If you wish to customise keyboard, mouse or joystick controls, Click **ESC** to open the **Option Screen**, click the **Setup** button, then **Controls**, then customise your controls. See the Controls Screen section on pages 13 for details on customising your controllers.

General Keyboard Controls

Esc Opens **Option** Screen from Game

F1 Toggle Camera Mode Between First and Third Person

F2 Field Light On/Off (Turn off field light to conserve battery power.)

F3 Infrared Goggle On/Off (Allows you to see in the dark without enemy detection. Turn off to conserve battery power.)

F4 Bacta Tank Quick-Use

The following Force powers are available only if you have allotted Force experience stars to these powers:

F5 Force Jump

F7 Force Seeing

F6 Force Speed

F8 Force Pull

F9 Quick-Save Game

F11 Adjust Screen Brightness

F12 Take a Screenshot. (Saves image in the directory where *Jedi Knight* is installed.)

+ AND **–** Adjust Screen Size (Smaller screen size increases game performance, large screen size decreases it.)

+ AND **–** Zoom Overlay Map In/Out (Press **TAB** to open overlay map, then zoom.)

[AND **]** Cycle Through Inventory Items (Cycle through inventory items, highlight one, then click **ENTER** to use it.)

Spacebar Activate/Use

R Next Inventory Item

Enter Use Inventory Item

; AND **'** Cycle Through Force Powers (Cycle through Force powers, highlight one, then click the **F** key to use it.)

E AND **Q** Cycle Through Force Powers (Cycle through Force powers, highlight one, then click the **F** key to use it.)

F Use Selected Force Power

Tab Toggle Overlay Map On/Off (To see a 2D map of the area you are currently exploring, press the **TAB** key. The red circle designates your location within the map. More of the map appears as you explore the area more widely. The map moves with you as you explore. The + and - keys zoom the map in and out. You must use this map or the 3D map to use Force Seeing which allows you to see enemies, pedestrians and items through walls.)

~ Score Tally (During multiplayer games, press key to list players, their scores and costumes.)

T Talk (In single player games, **T** brings up the **Command Console**, where players can type in commands by hand. Most likely, single players won't use this. To close, press **ESC** or **ENTER**. In multiplayer games, press **T** to communicate with other plays during multiplayer games. To switch to the **Command** prompt in multiplayer games, press **T**, then **TAB**. See the Console Commands section on page 46 for more details on multiplayer console commands.)

Movement Keyboard Controls

W OR **↑** OR **8** (keypad) Move Forward

S OR **↓** OR **2** (keypad) Move Backward

Shift Fast Mode (Hold key down while moving.)

CpsLck Slow Mode (Hold key down while moving.)

A OR **1** (keypad) Sidestep to Left

D OR **3** (keypad) Sidestep to Right

Alt Slide Toggle (Modifies your Turn Right/Turn Left controls.)

← OR **4** (keypad) Turn Left

→ OR **6** (keypad) Turn Right

X OR Jump or Swim Up

C Crouch or Swim Down

Home OR **5** (keypad) Centre View (Centres your view in middle of screen.)

PgDn Look Up

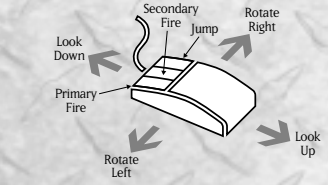
PgUp Look Down

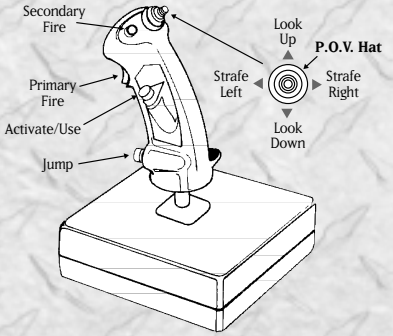
V Free Look (If you press and hold the **V** key while moving the mouse, it allows you to look around. This feature is on by default.)

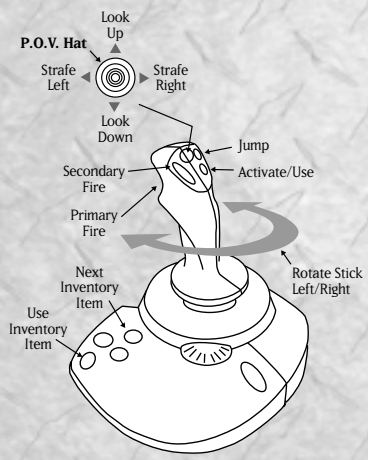
Weapons Keyboard Controls

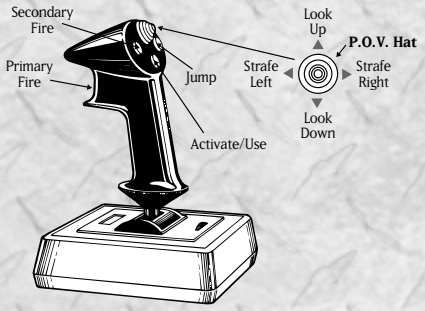
- [.] AND [/] Cycle Weapons
- [Ctrl] OR [0] (keypad) Primary Fire
- OR
- [Z] Secondary Fire
- [1] Kyle's Fists
- [2] Bryar Pistol
- [3] Stormtrooper Rifle
- [4] Thermal Detonator
- [5] Bowcaster
- [6] Imperial Repeater
- [7] Rail Detonator
- [8] Sequencer Charge
- [9] Concussion Rifle
- [0] Lightsaber

Joysticks and Mouse









Option Screen

From within the game, press the **ESC** key to access the **Option** screen. From this screen you can access:

- **Objectives:** Read your mission objectives. You can also see how many secrets you've found (left number) out of secrets available (right number).
- **Map:** View a 3D map of what you have explored in the current level.
- **Jedi Powers:** Opens the **Force Power Allocation** screen so you can view your current Force abilities and Rank. See the Assigning Force Powers Stars section on page 28 for details on this screen.
- **Return to Game:** Closes the **Option** screen and returns you to gameplay.
- **Restart:** Lets you restart the current mission from the beginning**.**
- **Load:** Click to load a previously saved game.
- **Save:** Click to save your current game, including your level, episode, health and shields.
- **Setup:** Click to adjust the setup for displays, sound, keyboard, mouse and joystick. See the Setup section on page 9 for details.
- **Abort:** Click to end your mission and return to the **Main Menu**.

Option Screen

Map Screen

Map Screen

Selecting this option lets you see a 3D wire-frame map of the explored area to give you a sense of its size and layout. The white circle marks your location. The buttons along the bottom of the map control it. When you have the overlay map turned on, press + or - to zoom the map in and out. Click the various arrows to rotate or move the 3D model in different directions. If the map is rotating, the solid button stops and recentres the map. The upside-down triangle button closes the 3D map. You must be in this map or the overlay map (**TAB** key) to use Force Seeing to see enemies, pedestrians and items through walls.

Jedi Powers Screen

This screen opens the **Force Power Allocation** screen where you can check your Jedi Rank, your morality on the Morality Scale and which Force abilities you have. You cannot alter the **Force Power Allocation** screen from here. See the Assigning Force Power Stars section on page 28 for a full description.

Save

To save at any time during gameplay, press **ESC**, then click **Save** on the **Option** screen. On the **Save** screen, enter a name for your saved game and click **OK**. This saves your current game up to the point you've played. Saving brings up the **Save Game** list that allows you to name multiple saved games. Select a name from the list to load a previously saved game. If you get killed, you will restart from the last point saved. (Quick-save by pressing **F9** during gameplay.)

Load Game Screen

Load

From the **Load Game** screen, select the name of the single player game or multiplayer level you wish to load and press **OK**. Select a name from the list to load a previously saved game.

STATUS DISPLAY

The two round Status Displays at the bottom of your screen show certain vital information that you need to monitor including: your shields, health, batteries, ammo and Force energy strength. **NOTE:** Maximum screen size hides the Status Displays.

Left Status Display

Right Status Display

- **Shield Display:** Shows shield status, with the numerical reading in green below. Shields are fully powered at 200 units. The Shield Display turns yellow when you pick up a super shield.
- **Health Display:** Shows your level of health with the numerical reading in red below. Full health equals 100 units. The Health Display turns yellow when you are invincible. (When you have a shield supercharge.)
- **Field Light On/Off Indicator:** Shows if your field light is on.
- **Battery Power Indicator:** Shows the amount of battery power you have. Batteries power the field light and the infrared goggles. Using these items drains your batteries, so use them sparingly. Find more batteries by exploring the levels.

- **Current Weapon's Ammo Indicator:** Shows how much ammunition you have left. Notice that switching weapons shows different readings on the Ammo Indicator, because different weapons use different types of ammo.
- **Force Energy Indicator:** Your Force energy grows as you advance through the levels and gain Jedi Rank. A deep glow on the display indicates full Force energy. This dims as you use any Force power, which drains your Force energy stores. If your display goes black, Force powers are not available to you. Time replenishes the Force energy you have earned or try searching for Force Surge power-ups.

WEAPONS

When you start the game, you have only one weapon in your arsenal, the Bryar pistol (and, of course, your fists). As you defeat enemies and take their weapons, you will have more weapons at your disposal.

Different weapons use different ammo. If you run out of one type, switch to a weapon that uses another or search for more ammo power-ups. If your ammo runs out entirely, you must find more fast, or use your fists or lightsaber (if available). Depending on the situation, each weapon has its unique advantages and disadvantages. Pick up enemy weapons to add to your arsenal. If you pick up a weapon superior to the one you are using, your character will automatically switch to the better weapon. See the **Setup** screen under **Gameplay** for ways you can adjust use of weapons. See page 10 for descriptions of the options.

The weapons in *Jedi Knight* operate and function much like the ones in *Dark Forces*. Most have the two modes of firing/attack called primary fire (the **CTRL** key or left mouse button) and secondary fire (the **Z** key or middle mouse button if you have a three-button mouse). See the Weapons Keyboard Controls section on page 18 for a complete list of all the default controls.

Ammo

You will need a constant supply of ammunition to fire your way out of dangerous situations. Search for ammo power-ups while exploring levels and keep track of how much ammo you have on the Status Display.

- **Energy Units:** Energy units work for the stormtrooper rifle and the Bryar pistol.
- **Power Cells:** Power Cells are for the bowcaster, the Imperial repeater and the concussion rifle.
- **Rail Charges:** This is the ammunition for the rail detonator.

Hand to Hand (1 key)

A Jedi must learn to work with only the Force and his own body. The Jedi Knight's hands can be as powerful as any pistol, and must be used with the same respect.

Kyle's Blaster (Bryar Pistol) (2 key)

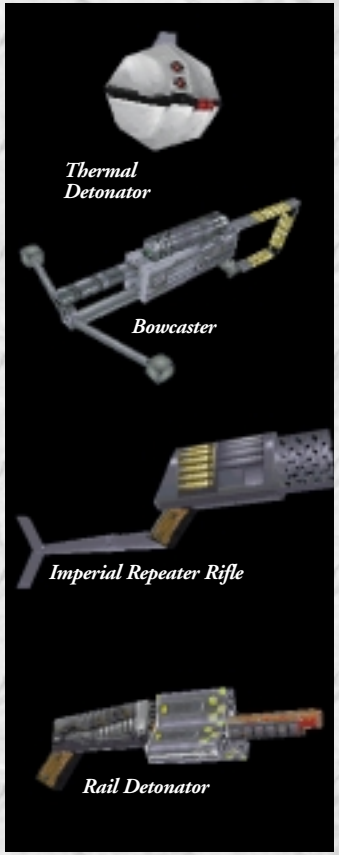
This trusty weapon of Kyle Katarn may be slow compared to the multi-fire Imperial weapons, but it takes out enemies more accurately than the average stormtrooper armament. This weapon has only one type of fire. **AMMO:** one energy unit per fire.

Stormtrooper Rifle (3 key)

This standard rifle used by stormtroopers fires more quickly than the average pistol, but with less accuracy. It also uses more energy. This weapon has only one type of fire. **AMMO:** two energy cells per fire.

Thermal Detonator (4 key)

This grenade-type weapon has two modes of detonation and is handy for clearing an area. The primary mode (**CTRL** key) explodes on impact, while the secondary mode (**Z** key) has a three-second timed delay. The longer you hold down your Fire key, the farther you throw the detonator. **AMMO:** none.



Bowcaster (5 key)

Once known as the weapon of the Wookiees, the Grave Tuskens have stolen its design and modified it for their own needs. This crossbow-type weapon fires bolts in a lethal spray and is good for group situations in close quarters. In primary fire, hold down the Fire button to charge the bowcaster to fire up to five bolts. Secondary fire shoots a magnetically-sealed bolt that bounces off walls and goes around corners. **AMMO:** power cells.

Imperial Repeater Rifle (6 key)

This rapid-fire rifle lets you fire all three barrels at once. The primary mode (**CTRL** key) delivers a rapid single burst, while the secondary mode (**Z** key) delivers a triple burst spread. **AMMO:** power cells.

Rail Detonator (7 key)

This missile launcher sends out an explosive device. In primary mode (**CTRL** key) it explodes on impact. In secondary mode (**Z** key) the charge attaches to any wall, enemy, object or ship and detonates automatically after a few seconds. **AMMO:** rail charges.

Sequencer Charge (8 key)

These stationary mines are good for placing on the ground, walls or on doors. The sequencer charge is a timed explosive device in primary mode (**CTRL** key). The secondary mode is a proximity setting which explodes only when someone approaches the armed mine. (**Z** key). **AMMO:** none.

Concussion Rifle (9 key)

The weapon of the Trandoshan race fires compressed bullets of ionised air that explode in shock waves. Primary fires an explosive projectile (eight cells per fire) which is dangerous in close quarters. Secondary fires a shotgun-like projectile (four cells per fire) for safe use at close range. **AMMO:** power cells.

Lightsaber (0 key)

The elegant weapon of both the light and dark Jedi Knight is one of his most powerful. You cannot defeat the Dark Jedi without it. **AMMO:** none.

To practice using the saber before combat, use the practice wall in Morgan Katarn's rooms to try out different strokes. A switch on the wall activates a remote. Practice deflecting the remote's blasts to get a feel for blocking. Also try using the saber to cut through various grates and panels.

TIP: The saber is easier to use from third-person perspective. Press **F1** to change perspectives. To set the game so you automatically switch to third-person perspective when you pick up the lightsaber, press **ESC** from within the game, click **Setup**, then **Gameplay**. Click the **Enable Lightsaber Auto-Camera** tickbox.

Lightsaber Controls: Offense

Primary fire (**CTRL** key) produces quick strokes. To perform different swings, Kyle must be moving when the **CTRL** key is pressed. Moving forward, backward, left, or right all produce different swings that target different areas. Your movement and good timing can be used to your advantage against attackers.

Secondary Fire (**Z** key) produces a wide double swing that can clear out a large area. This swing is more powerful than the primary attack, but it takes a moment to return to the ready position, leaving you temporarily vulnerable.

Lightsaber Controls: Defence

You can block enemy fire by centring your saber toward the incoming attack. Block by centring on the face of your enemy at all times. As you increase in Rank, you'll increase your ability to deflect fire that then bounces back to strike the enemy. Keep in mind that if you are attacking, you are unable to block and are vulnerable. A good strategy is to attack quickly then resume a blocking stance.

Other Uses

Sabers also light up rooms in the dark, so you can reserve use of the field light which drains your batteries. Don't forget that you can slash through certain barriers and walls.

INVENTORY ITEMS

The inventory is the collection of useful items you pick up throughout the game. (Some items are only needed for the current mission and are not carried over to the next mission.) Items are automatically added to your inventory when you pick them up. Use the **[** and **]** keys to bring up and scroll through inventory items. Press the **ENTER** key to use the selected item. If the item uses battery power, you'll see the Battery Indicator drain on the top of the right Status Display. See the Status Display section on page 20 for details.

When inventory items are in use, the icon for that item appears in the upper-right corner of the screen.

Bacta Tank

This portable device restores 30 points of health. Use the **[** and **]** keys to bring up and scroll through inventory items, then highlight a bacta tank (if you have one in your inventory) and press the **ENTER** key to use it or **F4** for bacta tank quick-use. Your Health Display in the Status Display will show your increased health. The number of tanks you have appears in the inventory icon.

Journal Disk

The disk contains a message from Morgan Katarn.

Field Light

Use for short-term illumination. Remember your field light makes you visible to enemies in the dark and uses battery power. Turn it on/off by pressing the **F2** key.

Infrared Goggles

These provide better vision in darkened rooms and help you see enemies, power-ups and traps while remaining hidden in the dark. Infrared goggles use battery power. Turn them on/off by pressing the **F3** key.

Keys

Some doors need special keys. Explore to find doors and their keys.

Wrench

If you find a wrench, pick it up; it will come in handy when you least expect it.

POWER-UP ITEMS

These are items that you do not store in your inventory that are used immediately upon pickup. Pick up these items automatically by coming in contact with them.

Batteries

You'll need battery power to run the field light and infrared goggles. Check the top of your right Status Display to monitor battery levels.

Shield Units

Shields can protect you, but not entirely. They protect you from energy weapons, but not from physical damage caused by a fist or falling off a ledge. Monitor your Shield Indicator on the Status Display to keep track of shield strength: 200 units is full strength. When your shield units drop below 50, your health starts to diminish. Picking up a Shield Belt adds 20 units to your shields.

Shield Supercharge

This glowing vest makes you invulnerable for 30 seconds.

Armoured Vest

Boosts shields 200 points.

Health Pack

Finding one gives you 20 health points.

Medical Droid (2-1B)

Press **SPACEBAR** to wake the droid and it will restore you to maximum health.

Health Revive

Restores full health and full shields.

Weapons Supercharge

Doubles your fire rate yet uses half the ammo for a limited time.

Force Energy Boost

This boosts your Force energy 50 points in a single player, 100 points in multiplayer.

Light Force Surge

Gives you unlimited Force energy for 20 seconds if you are on the light side.

Dark Force Surge

Gives you unlimited Force energy for 20 seconds if you are on the dark side.

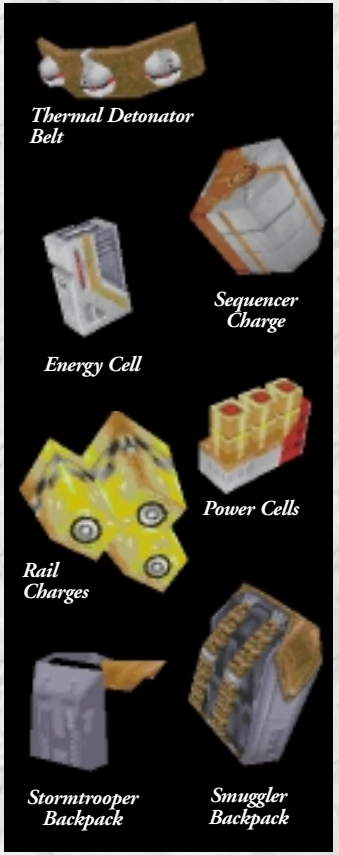
Super Shield (Multiplayer Only)

Provides unlimited shields for 30 seconds.

AMMO ITEMS

These power-ups provide more ammo for your weapons or act as weapons on their own (like thermal detonators and sequence charges). They are picked up immediately and increase your ammo count in your right Status Display.

NOTE: The weapon must be armed in order to see the ammo count change.



Thermal Detonator Belt

This power-up provides three thermals to use.

Sequencer Charges

These sequencer charges come in packs of three.

Energy Cell

This ammo powers the Bryar pistol and stormtrooper rifle.

Power Cell

This form of ammo is used for the bowcaster, repeater and concussion rifle.

Rail Charges

This explosive charge is ammo for the rail detonator and comes in three-packs.

Stormtrooper Backpack

The pack includes a stormtrooper rifle, energy cells, and some shield power.

Smuggler Backpack

The pack includes a stormtrooper rifle, energy cells, shield power, and health.

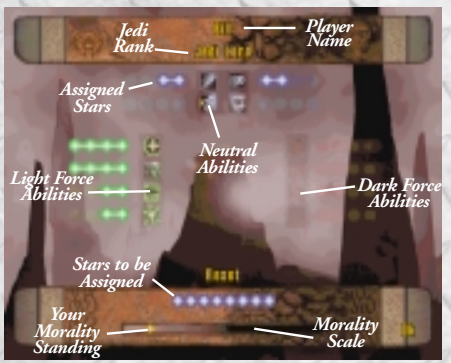
FORCE POWERS

As a Jedi grows in experience, his ability to renew his Force energy and hone his skills with the lightsaber increases proportionately. The more wisely and valiantly the Jedi uses Force powers, the more quickly tasks are completed.

Gaining Force Powers

Use of the Force is based on an experience point system that allows players to customise their characters with Force abilities. You gain more Force ability as you progress through the game. As each mission unfolds, players earn experience points (in the form of stars) that are tallied when a mission is complete at the **Force Power Allocation** screen.

Assigning Force Power Stars



On the **Force Power Allocation** screen, move your mouse over the icons to view the names of each Force power. You must earn them before you can do this.

"With the Force there are two paths—good and evil—one may take, nothing in-between. One leads to a full life, no matter the years. Justice, knowledge and compassion are both endeavors and rewards.
The other is most assuredly a short path that leads to untamed power. With nothing to earn, it leads to a certain solitary end.
One should choose wisely."

—Rahn

At the bottom of the screen you'll see how many blue stars you earned during the level, anywhere from one to three for single player game levels. (In multiplayer games, there can be up to 24 stars to assign, depending on the Jedi Rank the host sets.) Each Jedi Rank earned gives you two stars. You gain an extra star by finding all secret areas in a level. Increasing Force powers are also available with increasing Rank.

Available Force powers are highlighted and you can assign stars to them. The more stars you assign to a Force ability, the stronger and more effective the Force ability is. You can choose to have several Force powers at a weaker level, or concentrate the stars on a few powers, so you can use the powers to their full advantage. For instance, with Force Jump, assigning one star to it lets you jump slightly higher than normal. Assigning four stars to Force Jump allows you to jump great distances.

To assign stars, simply click one of the available Force power icons. This removes one of your stars from the row below and places it next the Force power you picked. Once you've assigned all available stars, click **OK** to keep your choices, close the screen and advance to the next level, or **Reset** if you don't like your choices and want to reassign the stars to other Force powers. You can also save stars at the bottom of your **Force Power Allocation** screen. Spend them later on new Force powers when you earn them.You cannot reassign stars that you have assigned in previous levels.

Morality Scale

The Morality Scale on the **Force Power Allocation** screen keeps track of how good or evil you have behaved during gameplay. If you kill innocent pedestrians and droids, or pick the dark side's Force Choke over the light side's Healing, the Morality Scale will slip in the appropriately dark direction (to the right). If you shun killing innocents and stay away from the dark side in your Force power choices, your morality star moves into the light (to the left). The moving gold star slides back and forth in the light/dark spectrum throughout the game, depending on your actions and which Force powers you've picked.

Using Force Powers

During gameplay, you can use Force powers you have earned to move more quickly, explore your environment better and defeat your enemies. Using a Force power depletes Force energy and each power has a specific duration. (You'll see an icon in the top right of your screen when a Force power is in use.) Different powers drain your Force energy stores at different rates, depending on how strong the power is. If you run out of Force energy (which you can monitor on your Status Display), you won't be able to use a Force power until it replenishes itself over time. Also look for Force Surge power-ups to replenish Force energy.

Force Power Hot Keys

Choose which Force power to use by cycling through them with the **;** or **'** keys. Once you have chosen a power, press the **F** key to activate it.

F Use Force Power

Q AND E OR ; AND ' Cycle Through Force Powers

The following Force powers are available only if you have allotted Force experience stars to these powers:

F5 Force Jump

F6 Force Speed

F7 Force Seeing

F8 Force Pull

Choose the Dark Side or Light Side

At some point along your journey, you will reach a point of no return. Your morality at that defining moment will determine which path you take. If you have held true to the teachings of Rahn and the wisdom of your father, you will resist the temptations of the dark side. Or you may succumb. Then, your choice is made between the light or the dark side.

At this crossroads, the **Force Power Allocation** screen appears and your fate registers on the Morality Scale (whether it's in the light or in the dark), and determines which path you will take and the outcome of the game. Gameplay doesn't change, but your motivations do. You'll either protect the Valley of the Jedi from Jerec, or try to take the Valley's limitless power for yourself. Once your make your choice, you follow the *Jedi Knight* story to its ultimate conclusion.

If you have chosen a mixture of dark and light Force abilities throughout the game, your morality will rest somewhere in the middle of the Morality Scale. Once your destiny is known, your morality will swing completely to either the dark or the light. Your assigned Force stars from the opposite side will be swept to the bottom of the screen and the Force powers for the opposite side will go dark. You are now irreversibly aligned with one side of the Force, and can no longer use any of the opposite side's powers that you once possessed. You will need to reassign your fallen stars to the Force powers of your new alliance.

Neutral Force Abilities

The Jedi apprentice holds basic Force abilities, including the ability to jump, see, move at great speed,
and Force Pull. At the **Force Power Allocation** screen you can choose to add experience stars to gain these powers.

Force Speed

The Jedi, in or out of battle, moves with the quickness of light. Feel the Force flowing through you, quickening your limbs so they move with the speed of thought. This power makes you run like the wind.

Force Jump

The intuitive leaps of the true Jedi are physically manifested in agility of body. The more experienced the student, the greater the jump. This power lets you leap unnaturally high. A quick tap of the **F** key produces the highest jump. Hold down the **F** key down to vary the height of the jump.

Force Pull

The Jedi is never weaponless. Your reach is far with the Force as your ally, and weapons may be whisked away from under your enemies' feet or even torn from their unsuspecting grasps. This
power grabs and brings items to you. It is useful for disarming enemies and for reaching items in
out-of-the-way places.

Force Seeing

There is no darkness for the true Jedi. As the inner vision deepens, the outer, physical vision becomes more acute and all is revealed. No wall may hide evil, and the simplest map reveals the location of all enemies. When using either the overlay or 3D map, this power makes walls invisible so you can see the location of enemies and items. Your strength in the Force determines what you can see (weapons, items or other players in multiplayer games).

The Light Side Abilities

If you choose to veer toward the light side, you can develop the Force powers of Healing, Absorption, Blinding and Persuasion.

Healing

The Force binds all things, and makes them whole. It calms the fevered spirit and relieves the pain of hard-fought combat. One alive with the Force can mend bone and flesh as though it were reborn anew. This power restores your health. Your number of assigned stars increases the amount of health you recover.

Persuasion

An old Jedi mind trick, the Force has a strong influence on the weak-minded, rendering your actions inscrutable to all but the strongest of wills. You "persuade" your enemy that you are not there.

The Jedi may walk unseen through unknowing enemies. You lose your invisibility as your Force
energy drains.

Blinding

The light side of the Force shines forth, and the evil ones cannot stand before it. The terrifying light of truth may blind the dark eyes of the sleeping. This power blinds your enemy for a number of seconds.

Absorb

Nothing can truly harm the Jedi when the Force is his ally; it is his shield and best defence. Absorb converts Force damage (Destruction, Grip, etc.) into additional Force energy. The Jedi can take the strength from attackers and use it to his own advantage.

The Dark Side Abilities

If you have darker tendencies, you can choose Force powers associated with the dark side. These abilities include: Destruction, the Grip, Lightning Bolts and Force Throw.

Force Throw

The Dark Jedi commandeers the very objects that surround him, and makes them weapons. Crush and humiliate your opponent by striking from all directions with flying debris. Use this power of telekinesis to move objects without touching them. Only certain kinds of objects can be thrown.

The Grip

The dark side of the Force chokes the life from living things. Enemies are immobilised. Only a quick valiant attack may prevail. This long-armed power lets you choke enemies from afar. Grip enemies when you get them in your reticle (a small cone range). Your enemies cannot move while being choked, but they can rotate direction and swing their sabers or shoot. If an enemy damages your health, leaves your line of sight or blinds you, he will be released from your grip.

Lightning Bolts

No Jedi will underestimate the power of the dark side once its living spark surges through his very bones. The Dark Jedi calls down fire from the dark abyss to strike enemies. Lightning bolts find and destroy their targets.

Destruction

Just as creation is the essential nature of the light side, destruction is the essential nature of the dark. Explosive damage is inflicted, and enemies fly from the Dark Jedi. Your hate will make you strong, its deadly vehemence lashing forth to cut your enemies to their knees! This exploding force field power destroys everything near it.

Force Throw Debris

PLAYING TIPS AND STRATEGIES

- Pick up everything you can. Any keys or tools you come across will be needed at some point.
- Look everywhere for hidden power-ups. Explore ledges and holes, look under ramps and elevators.
- Save your ammo. Different weapons fire with the same ammunition, but their shots use different quantities.
- Don't stand still too long. A moving target is much harder to hit.
- Think three-dimensionally. Sometimes the best way to go is up or down.
- Leave shields and med kits for when you really need them. If your shields are at 199, you'll only gain one point when you pick up a shield power-up. If you wait until your shields are below 180, you'll get the full 20-point value.
- You can use more than one Force power at the same time, so try experimenting with combinations of different Force abilities.
- Figure out which Force powers counteract or negate other Force powers.
- Assign hot keys for frequently used Force powers instead of scrolling through the entire list.
- Combat situations aren't the only places where ducking or crouching are useful. You can sometimes duck or crouch for low passages or partially raised gates as well.
- Bacta tanks need to be stockpiled, and they may be found in secret rooms. If you notice you're running low, don't run into a new area until you've stocked up.
- Don't let foolish courage prevent you from running away from a fight if your health is running low. The point is to achieve your objective and get home alive.
- Running (**Shift** key) can also help you jump farther. Keep running until the last moment, then jump.
- Crouching or staying in dark areas when your enemy is in the light can throw off his aim. Bear in mind that keeping your field light on eliminates your darkness advantage.
- Use the map to help find secret areas.

CHARACTERS

Kyle

In *Dark Forces*, young mercenary Kyle Katarn successfully infiltrated the Empire. *Jedi Knight* continues the story of Katarn as he embarks on a quest into his past and learns the mysterious ways of the Jedi. Kyle's path takes him back to his home planet, a place that he has not seen since he left for the Academy 12 years ago. There he learns the circumstances of his father's death and who was responsible. He must use this knowledge with great care for there are those who would use his past to turn him to the dark side.

The trusty ship, the Moldy Crow

Jan Ors

Jan Ors is back to pull Kyle out of the trouble that he inevitably gets himself into. She keeps him briefed on anything that he might want to know. Truly tough and loyal to the Rebellion, Jan is only person that Kyle trusts.

Rahn

Rahn had spent years seeking the mythical Valley of the Jedi when he encountered Jerec, a Dark Jedi who was in search of the same valley. Rahn saw Jerec's evil immediately and knew Jerec would only abuse the valley's power. Later, Rahn became elated when Morgan Katarn told him that the valley was not a myth and did indeed exist. It was then that Rahn saw a vision of what he had to do. Morgan had the burgeoning power of the Force, but more importantly Katarn's son, Kyle, had a powerful Jedi destiny that would be revealed with time. Rahn passed his own saber to Morgan, trusting that it would get to Kyle. It was to be Kyle's destiny to defend the Valley of the Jedi from Jerec.

Morgan Katarn

He is the slain father of Kyle Katarn and native of Sulon. While Kyle was away at the Academy, the Empire brought darkness and fear to the peaceful planet. Morgan could not stand the atrocity and joined the Rebellion's cause. While helping the Rebels and escaping citizens of Sulon, Morgan discovered the lost planet of the Valley of the Jedi.

WeeGee

Morgan Katarn built this household droid of spare parts, so he could have a helper around the workshop. WeeGee has since become a part of the family and is trusted with a great many deeds.

DARK JEDI ENEMIES

From Rahn's Journal:

"…in his quest for the Valley of the Jedi, Jerec assembled an unsavoury gang of Dark Jedi loyal to his cause, or at least as greedy as he was for the fabled powers of the Valley." —Qu Rahn

Jerec

Jerec lives surrounded by a darkness that has nothing to do with his lack of physical sight. Tattoos flow from his mouth and he hides his empty eye sockets with a thin blindfold-like mask. His embrace of the Force's dark side gives him powers that rival Vader's. His lust for further power—the power represented by the Valley of the Jedi—knows no bounds.

Boc

Boc has a great sense of humour—once he is sure he has you in a corner. And given that he can fight expertly with two lightsabers, he is frequently amused. Boc is a cunning and brash individual. Crude and loud, he is a joker, a playful person and almost clumsy. But when he needs to draw from the Force and do battle, he is formidable. He is very fast with his sabers and his feet.

Sariss

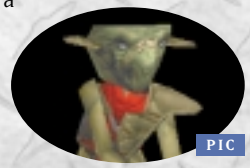
Her quiet observant nature masks a ruthless perfectionism. She is one of the most powerful of the seven Dark Jedi, strong in both the physical and mental Force powers. You can find her watching carefully in the background, studying each and every detail.

Maw

Only a profound anger and the dark side of the Force have enabled a creature like Maw to live. He was cut in half by Rahn, and what was left is a heavily-muscled levitating incarnation of rage. If you hit him several times in a row, he goes berserk in a spinning and circling motion. He also throws things, almost anything he can find.

Gorc and Pic

They claim to be twins, but you don't often see twins with one twice the size of the other. Gorc is tall, quiet and an immovable object, unless Pic stirs him up. Pic is short, lively and totally evil. They work and battle as a team, covering all angles and weaknesses.



Yun

He is the best of a bad lot—young, eager and open. Yun is the least experienced and unpredictable of the Dark Jedi. He uses his super leap often to gain ground on you. Almost too eager, Yun always feels the need to prove himself. A sign of his youth, he uses the various sides of the Force to his advantage.

BOUNTY HUNTERS

Rodian

Rodians are short and sneaky, but easy to kill.

Trandoshan

These reptilians are known for their skill with concussion rifles.

Gran

This tall, aggressive, three-eyed, goat-faced alien loves to toss thermal detonators.

Gamorrean Guard

They are big and pig-like, and charge waving their axes. Take them out while you're still at a distance.

Grave Tusken

The Grave Tuskens are known for their love of robbing the dead. These particular Grave Tuskens are Maw's cronies who do his unsavoury deeds.

GAMORREAN

OFFICER

GRAVE TUSKEN

COMMANDO

STORMTROOPER

PROBE DROID

FIELD TROOPER

AT-ST

IMPERIALS

Stormtrooper

Meet the assault soldiers of Imperial power. They're not overly clever, armed with only a standard-issue blaster rifle, but they're fanatically loyal and doggedly persistent. The Empire seems to have an endless supply of them.

Field Stormtrooper

This is the highest rank of stormtrooper. He is issued either a rail detonator or a repeater.

Officer

The average Imperial officer prides himself on not carrying a melee weapon, and boasts about his accuracy with a pistol.

Imperial Commando

These are drawn from the officer corps, and have the same aversion to melee weapons. Their blaster rifles give them a longer range of fire than the average officer, and their intensive physical training means they can move fast as well.

Probe Droid

Don't be taken in by the slow floating movements of these nasty pieces of Imperial technology—their laser blasts pack as much punch as the standard rifle. These go off with a bang when disabled, so keep your distance when finishing them off.

AT-ST

The two-legged model of Imperial walker is fast and mobile, but lightly armoured and easy to disable (but not with energy weapons).

Remote

These small floating droids carry a relatively mild laser blast but their speed, both in straight-out acceleration and direction change, is considerable. They also provide lightsaber training for the aspiring Jedi.

Sentry Droid

These patrol droids keep civil order in urban areas. They are hard to hit and fire random shots at you.

REMOTE

WATER CYC

SENTRY DROID

KELL DRAGON

MAILOC

GONK

DRUGON

R2 UNIT

CREATURES

Mailoc

The mailoc is a flying insectoid creature that attacks swiftly from the air, with a sting that cuts through your shields and diminishes your health.

Drugon

Despite the general agility of this swimmer, his size means he turns rather slowly. He is found primarily on the Valley of the Jedi planet.

Water Cyc

This dangerous enemy with three poisonous tentacles floats within waterways of various planets. Do not be deceived by its stillness; its tentacles move fast and come alive at any sense of movement.

Kell Dragon

A favourite pet of the rich and famous, probably because it shows their power at taming such a beast. Stay away from his front side.

NON-COMBATANT PERSONNEL

You may also encounter the following non-aggressive personnel. They really can't do you any harm, and just might provide valuable information. Shooting them shows your affinity for the dark side which registers on the Morality Scale.

Gonk

This power droid is a black box on legs. Look inside these for power-ups, but if you shoot them, it can affect your Force standing.

R2 Unit

The general-purpose mechanical utility droid is used for repairs, navigation and systems communication.

City Pedestrian

These unarmed civilians can get in your way in a fight. If you kill innocent bystanders, you may be well-suited to the dark side. Saving them from attack will help move you toward the light side.

Ugnaught

These humanoid-porcine beings live and work as labourers on Bespin's Cloud City.

Mouse Droid

This is a small, harmless, ground-level droid.

8t88

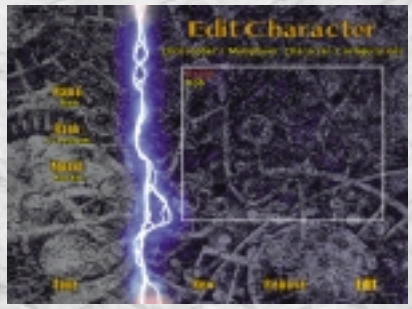
Born a lowly calculation droid, the basic accountant, 88 desperately wants to be more human. Power and money are his sole priorities and he's never against stepping on someone to get them.

MULTIPLAYER GAMES

Jedi Knight allows up to eight players to battle each other over Local Area Networks (LANs), or four players can enter a multiplayer game on the Internet. Games can be configured using LANs, the Internet, over modem connections, or using a serial port connection with a Null Modem cable.

For multiplayer games, each player requires a *Jedi Knight* CD. You must install using Disc 1, but either of the two CD-ROMs included with the game can be used for multiplayer play.

Multiplayer Screen



Character Selection Screen

Mulitiplayer Limitations

Jedi Knight's multiplayer capability has been tested to be stable at the supported levels shown below, but the game can possibly accommodate more players. We recommend that you play at the supported levels.

To begin a multiplayer game, click **Multiplayer** on the **Main Menu**.

Number of Players Supported in Multiplayer Games

Service Provider/Type of Game	*Supported*	*Possible*
LAN/Jedi Training	8	16
LAN/Capture the Flag	8	32
Internet/Capture the Flag	4	32
Internet/Jedi Training	4	16

Multiplayer Characters

When you first start *Jedi Knight*, the game prompts you to create a player and to choose a difficulty. Once you've created a player, launching the game defaults to the last player used unless it has been removed or changed. To edit a player in the **Main Menu**, click **Players**. From there you can create new players or remove old ones.

Each player can have many multiplayer character models, each different and with complementary abilities. Configure these character models to suit your multiplayer needs. You can think of multiplayer character models as costumes for the original player you select in the game. The player name you select in the **Main Menu** will display as the

name of your multiplayer character, showing in score tables and kill notices.

Edit Character

To see a register of multiplayer characters, create new ones, remove or edit them, go to the **Multiplayer Characters** screen. Do this from the **Main Menu**, first click **Multiplayer**, then **Multiplayer Characters**. If you have not created a multiplayer character, the **New Character** screen will open, prompting you to enter a name and Jedi Rank (see below for more information about rank). Options on the **Edit Character** screen include:

Edit Character Screen

- **New:** Click here if you wish to create a new character. This will take you back to the **New Character** screen to create new character models. **NOTE:** If you attempt to join a game with a character that does not meet the Rank limit, you will be returned to the **New Character** screen to create one that does.
- **Remove:** Highlight a character's name and click Remove to delete it from the register.
- **Edit:** Highlight the character you wish to edit, then click **OK**. On the next **Edit Character** screen, you can:
  Edit Saber Colour: click on < or > buttons to change the saber's colour.
  Edit Force Powers: Click here to go to the **Force Power Allocation** screen. (For more information, see the Assigning Force Power Stars section on page 28.)
  Save: Return to the previous **Multiplayer Characters** screen and save your changes.
- **Done:** Click when finished.

At the **New Character** screen, select a Rank, from 0, (Uninitiated) to 8 (Jedi Lord). A character's Rank determines the Force powers he's allowed to have. You are allocated three Force stars for each Rank, for a possible total of 24 stars that you can distribute on the **Force Power Allocation** screen to enhance your character's abilities. Game hosts can limit games by Rank to control Force power use. You can create multiple characters with different and complementary strengths. Note that your Morality Scale on the **Force Power Allocation** screen applies to multiplayer characters too. The meter moves according to how you distribute your Force Power stars among dark and light powers. (Refer to Rank and Assigning Force Power Stars sections on page 15 and 28 for more information.)

Score Limit Board

Available Force Powers by Rank in Multiplayer

Rank	*Title*	*Stars*	*Powers Available*
0	Uninitiated	0	None
1	Initiate	3	Neutral Powers
2	Learner	6	Neutral Powers
3	Apprentice	9	Neutral Powers
4	Journeyman	12	Up to Healing and Throw
5	Charge	15	Up to Persuasion and Grip
6	Disciple	18	Up to Blinding and Lightning
7	Master/Primarch	21	Only Light or Dark
8	Lord/Dark Lord	24	Only Light or Dark

Multiplayer Levels

Capture the Flag Levels

Capture the Flag levels (levels are the environments where you play against other players) have been designed to provide team play scenarios on a symmetrical—sometimes not so symmetrical—playing field with a clear objective: Capture the enemy's flag as often as possible while preserving your team's flag from capture. The flag is a mechanical "flag droid" that follows you while it's in your possession. A small flag icon appears in the upper right corner of your screen. The winning team is the first to reach the set score limit established by the game's host.

Players entering the game are placed into a lobby. On either side of the lobby are doors to enter the game, one red, one gold. In the centre of the lobby is a score limit. The score limit displays the host's score limit setting, but any player can change the limit by approaching and activating any of the three digits with **SPACEBAR**. All players must remain in the lobby for the score limit to be changed. As soon as one player enters the game, the score limit can't be changed. **NOTE:** Reaching the score limit overrides the time limit and vice-versa.

TIP: Setting the score limit to 0 (zero) from either the **Host Configuration** screen or from within the Capture the Flag lobby will create an infinite game.

Over the score limit display, you may see a shootable switch. This switch changes the size of the level from small to large. Only the Challenge at Nar Shaddaa level has this option.

Scores are tallied for both team levels and players. Each point you score for your team is also tallied into a player score that will show in the score tables and at the end of the level.

Capture the Flag Points

Action	*Points*
Capture and bring the enemy's flag to your base with your flag there.	15
Steal the flag from enemy base.	3
Return flag to your base.	3
Personal points awarded when your team captures the enemy's flag.	3
Kill the enemy carrying your flag.	2
Kill an enemy player at any time.	1

NOTE: To capture the enemy's flag, your flag must be at your base. If the enemy has your flag, your team must locate the enemy carrying your flag, kill that player, and return the flag to your base before you can capture the enemy's flag.

Capture the Flag Level Descriptions

- **The Duel:** A great level for smaller games. Red and gold bases are separated by a common area in the centre.
- **The Arena of Dark and Light:** A good choice for larger games. Secrets and pitfalls are everywhere.
- **The Challenge at Nar Shaddaa:** Shoot the switch above the score limit to change between large and small versions of the level. This is a very large Capture the Flag level, but with a little practice it can be fun with any sized group.

Jedi Training Levels

Jedi Training levels are designed as free-fire zones to test your mettle against your friends and other players around the world. Set your own limits here. Unless **Team Play** is checked, these games are prime for wild unrestrained kill-fests.

With **Team Play** checked, the computer splits up players evenly between two teams. (See the section on Console Commands on page 46 for information on changing teams from within the game.)

Jedi Training Level Descriptions

- **Nar Shaddaa Loading Terminal:** The 2-1B Medical Droid is in a room above the main level. Approach her and press the Activate key (**SPACEBAR**) to restore your health to 100. You can only get healed by 2-1B once every 1.5 minutes.
- **Bespin Mining Station:** A gas mining facility stationed in the skies above Bespin. Use caution when walking on the catwalk under the station.
- **Blades of Death:** A three-level maze with a deadly fan at its core. Dark lighting throughout provides for dramatic lightsaber battles.
- **Canyon Oasis:** Great for large and small games. Plenty of wide open spaces so you can almost always see your targets. But watch out; they can see you too.
- **The Valley of the Jedi Tower:** This is a lightsaber-only level. There are no weapons so your Force powers and skills with the lightsaber are your only hope for survival.
- **Battleground Jedi:** Another lightsaber-only level. Battle with lightsabers and Force powers among the wreckage of a fallen Imperial cargo ship.

Displays

The tilde, or ~ key will bring up a **Multiplayer Tally** that will cycle through displays of team scores and multiplayer scores. In Team and Capture the Flag levels, team colours will display in an icon next to the player's name. Any players still in the lobby will display as **None** until they enter the game.

Communication

The **T** key brings up Talk mode. Type a message to send to all players and hit **ENTER**. The message displays at the top of everyone's screen. Pressing **TAB** brings up the Console.

Console Commands

Console commands are advanced options that provide hosts and players with control over network and gameplay options from within the game.

To access the Console, hit the **T** key, then **TAB**. At the console prompt, type the following:

- "**Team 1**" (**2**, **3** and **4** are also possible) to change teams in the middle of a multiplayer game. Teams 1 and 2 are Red and Gold. Teams 3 and 4 are not listed, and are Blue and Green respectively. (Extra teams are not available in Capture the Flag levels.)
- "**Endlevel**" Command enables the game server to move on to the next level without escaping to the **Main Menu** and ending the game.

Host Game

To host a game, click **Multiplayer**, then **Host Game**. Select a network provider to host the game and click **OK**.

Network Providers

IPX: No extra configuration is necessary for IPX play over a Local Area Network. **Click IPX Connection for DirectPlay** and click **OK**. Configure the game as instructed below in the Game Configuration section and click **OK** to host the game.

TCP/IP: No extra configuration is necessary for TCP/IP games hosted over a LAN. Click **Internet TCP/IP Connection for DirectPlay** and click **OK**. Configure the game as below and click **OK** to host the game. Instruct joining players to leave the IP address blank and click **OK** to search for your game.

For Internet play, joining players must enter the IP Address of the host computer. See the section on Playing *Jedi Knight* over the Internet on page 49. This provides you with detailed information and instructions for playing on Microsoft's Internet Gaming Zone or setting up your own Internet game.

Modem: To host a game over a modem connection, first make sure your modem is connected correctly and turned on, then click **Modem Connection for DirectPlay**. Configure the game as described below and click **OK**. Choose your multiplayer character as instructed below and click **OK**. Then select the connected modem in the Windows modem box and click **Answer**. An answer box will open, indicating that the computer is waiting for another modem to connect.

Multiplayer Provider Screen

Direct Serial: To play a head-to-head game between two computers over a Direct Serial connection, you need a NULL Modem cable (or serial cable with a NULL Modem adapter) connected to a free serial port on the back of both computers. Be sure to confirm the COM Port before starting the game. See the Readme, Troubleshooting Guide and the Technical Support section of the LucasArts Web site (**www.lucasarts.com**) for more detailed technical information. Once the connection is set up, click **Direct Serial Connection for DirectPlay** then click **OK**.

Configure the game, select a multiplayer character and configure the connection in the windows box that appears for **COM Port** settings. We recommend that you use the default configuration for **Baud Rate**, **Stop Bits**, **Parity**, and **Flow**. Click **OK** to start the game.

NOTE: A connection between two computers using a parallel or standard serial cable (without a NULL Modem adapter) will NOT work.

Game Configuration

Once you've selected a network provider, click **OK**. This takes you to the **Game Configuration** screen. Configure the game for the following:

- **Name of the Game:** The name can be a word or combination of words, numbers and spaces.
- **Maximum Jedi Rank:** Hosts can set Rank limits to regulate gameplay. Limiting Rank limits the amount of Force powers used in any given game. (See section on Force Powers by Rank page 43 for more information.)
- **Maximum Players:** Up to eight players supported on a LAN, four supported over the Internet.
- **Score Limit:** Up to 999 points.
- **Time Limit:** Up to 999 minutes.
- **Team Play:** The host computer automatically assigns players to two sides, red or gold. The first team to score the limit is the winner.
- **Single Level Only:** Will limit play to one level when checked. If left unchecked, players move to the next level upon completion of the current level.

Game Configuration Screen

Multiplayer Join Game Screen

- **Password:** Can be any word or combination of letters, numbers or spaces to allow hosts to limit players with a password.
- **Advanced Options:** *For advanced users setting up Internet games.* Gives you the ability to change network Tick Rate. For more detailed information, see the section on Playing *Jedi Knight* Over the Internet later in the manual.
- **Choose Episode:** Choose from either Jedi Training or Capture the Flag.
- **Choose Level:** Choose the level you would like to play in based on the episode.

Once the game is configured, click **OK** to move to the **Load Character** screen. Choose your multiplayer character or create a new one and click **OK** to start the game.

Join Game

To join a game hosted by another computer, click **Join Game**, then choose a service provider for your computer to search for a hosted game.

IPX: Click **IPX Connection for DirectPlay** and **OK**. The computer will search for games over the LAN.

TCP/IP: To play over a LAN using TCP/IP Protocol, click **Internet TCP/IP Connection for DirectPlay** then **OK**. A Windows box will prompt you for an IP address. Leave it blank and click **OK**. *Jedi Knight* will search for TCP/IP configured hosts over your local network. For Internet play, see the section on Playing *Jedi Knight* over the Internet on page 49 for detailed information and instructions for playing on Microsoft's Internet Gaming Zone or setting up your own Internet game.

Modem: To connect to a host using a modem, click **Modem Connection for DirectPlay**, then enter the telephone number of the host's computer and click **Connect**. When connected, click on the game listed and click **OK**. On the next screen, select a multiplayer character and click **OK** to join the game.

Direct Serial: Connect a NULL Modem cable between free Serial ports on two computers. Once connected, click **Multiplayer**, then click **Serial Connection for DirectPlay** and click **OK**. In the Windows box that appears, configure the connection for COM Port settings. We recommend that you use the default configuration for **Baud Rate**, **Stop Bits**, **Parity** and **Flow**. Once configured correctly, click **OK**. A game hosted over a direct serial connection will appear in the **Games** list immediately. Once you have selected the appropriate service provider, click the **OK** button. The search window will show you a list of the available games. Click on the game you want to join. Detailed information including the number of players in the game, maximum number of players allowed, episode, level, and team play information about the game will appear below the window. A Password box will appear if required. Enter the password, Click **OK** to advance to the **Load Character** screen. Choose a multiplayer character or create a new one and click **OK** to join the game. **NOTE:** For up-to-date hardware and technical issues, please see the Readme or the *Jedi Knight* Troubleshooting Guide.

PLAYING JEDI KNIGHT ON THE INTERNET

Jedi Knight uses *DirectPlay*, the multiplayer component of *DirectX* 5.0. *DirectPlay* has support for TCP/IP, the network protocol used on the Internet. This means that you can challenge your friends and other online gamers to a *Jedi Knight* game anytime, provided you have access to the Internet via an Internet Service Provider (ISP).

Getting Started

For the latest information about *Jedi Knight* and other LucasArts multiplayer games, check out the Rebel HQ Web page at **http://www.rebelhq.com**. Here you will find up-to-the-minute information and news about your favourite LucasArts multiplayer games, as well as links to the Internet Gaming Zone.™

To make it easy for you to find other players for an Internet game, you can join the Internet Gaming Zone. Once you have the Zone software installed and a membership set up with the Zone, you can play *Jedi Knight* for free on the Internet anytime you wish. You don't need to use the Internet Gaming Zone to play *Jedi Knight* online, but it simplifies the process of finding players and joining Internet games.

We've also provided some useful information to help you play *Jedi Knight* directly over the Internet without the Internet Gaming Zone in case you don't have an *ActiveX*-capable browser or just want to set up your own game. You'll find a Glossary of Internet-Related Terms on page 56. If you don't understand a term or acronym used in this manual, refer to the Glossary.

Play *Jedi Knight* in The Internet Gaming Zone™

The Internet Gaming Zone is a free matchmaking service which allows online players to meet up with other players from around the world and launch supported games, such as *Jedi Knight*, quickly and easily.

NOTE: To use the Internet Gaming Zone, you will need *Internet Explorer* 3.0 (or later). As of this writing, *Netscape Navigator* is not supported by the Internet Gaming Zone. The Internet Gaming Zone is working closely with Netscape to resolve this issue. In the meantime *Internet Explorer* 3.0 (or later) is required.

To join the Internet Gaming Zone:

1. Connect to your Internet Service Provider.
2. Launch your *ActiveX*-compatible Web browser.
3. In the **Address** box of your Web browser, type **http://www.zone.com** and press **ENTER**. This will take you to The Zone.
4. Once you are at the Internet Gaming Zone's Welcome Page, click **New Player Sign-Up**. Enter the necessary member information and follow the instructions for downloading the *Zone Software* and *Authentication Upgrade*.
5. Install the *Zone Software* and *Authentication Upgrade* by double-clicking the files, one at a time. You may be prompted to reboot your computer after the software has been installed. Now you are ready to play games in the Zone.

To play *Jedi Knight* in the Zone:

1. Make sure *Jedi Knight* and the *Internet Gaming Zone* software have been properly installed on your system.
2. Place *Jedi Knight* Disc 1 or 2 in your CD-ROM drive but don't run the game. If the game's **Launcher** comes up, you can either ignore it or close it.
3. Connect to your Internet Service Provider and launch your *ActiveX*-capable Web browser.
4. In the **Address** box of your Web browser, type **http://www.zone.com** and press **ENTER.**
5. Once you are at the Internet Gaming Zone's Welcome Page, click **Play Games Now!** and enter the nickname and password that you chose during registration.
6. This will take you to the Zone Home page. Choose the **Games List** and pick *Jedi Knight* from the drop-down menu to enter the *Jedi Knight* room.

7. Choose one of the *Jedi Knight* ZoneMatch rooms to enter it and find players.
8. Move your mouse to one of the game squares. Click the **Host** button on any unoccupied game square to host a game or click **Join** to add your name to the list of players in an occupied square.
9. Next to each player's name there will be a round connection indicator. The Zone will routinely update this indicator to reflect the players' current connection qualities.
   Black Unknown (The Zone has not updated this player's status yet.)
   Red Poor Connection
   Yellow Average Connection
   Green Good Connection
   It is recommended that you only join games in which all players have a yellow or green indicator.
10. Once any player has selected to host a game, they must wait in that square until at least one other player has joined. Whenever the host is ready, he can initiate the game by clicking **Play** and *Jedi Knight* will be launched automatically on all players' machines.
11. All players will be given the opportunity to choose a few options, then the game will start.
12. When you are done with a *Jedi Knight* gaming session and wish to start a new Internet game, simply exit from the game to return to the Internet Gaming Zone, then click **Resume** to rejoin the players in the lobby.

Hosting Your Own Internet Game

This section explains the process for hosting and joining Internet games without a matchmaking service such as the Internet Gaming Zone.

Setting up your own Internet games can be difficult for less-experienced Internet users. If you have trouble, try playing *Jedi Knight* in the Internet Gaming Zone. It really simplifies the connection process and provides a place to meet other players.

Advanced users will probably be able to find players in a *Jedi Knight* room using an IRC Chat program. In an IRC Chat room, you can arrange a game and exchange the IP Address, as mentioned in step 3 below. Please consult the Glossary on page 56 for more information on IRC.

Suggested Steps for the Host of an Internet Game:

1 First you need to connect to the Internet.

2 Next, you need to determine what your IP Address is. This number is usually different each time you connect. You can use the IP Configuration Viewer (included with Windows 95) to determine your IP Address. See the section on page 56 entitled Useful Internet Utilities Included with Windows 95 for details.

3 You will need to give your current IP Address to anyone interested in joining your game. If you are playing with friends, you could e-mail them this number or call them (if you have access to a phone that isn't tied up by your connection to the Internet).

4 Launch *Jedi Knight* and choose to host a multiplayer game by clicking **Multiplayer** and then click **Host Game**.

5 Select the TCP/IP protocol as your network provider by double-clicking on **Internet TCP/IP Connection for DirectPlay.** This will bring you to the **Game Configuration** screen where you will set various options for the game. This screen is described in the **Host Game** section on page 46 of this manual.

6 Next, you will need to create a character to use for this game, or use an existing one that you have previously created. Click **OK** when you have selected a character and the game will start. This screen is described in the **Edit Character** section on page 42 of this manual.

7 Once the game is active, other players will be able to join using the IP Address you gave them. Just wait until they show up in the game.

Suggested Steps for Clients to Join an Internet Game:

1 You will need to obtain the IP Address of the computer hosting the game. You could arrange the game online through an IRC Chat program or obtain the address via e-mail or other means. This number will usually change every time the host connects to the Internet, so you need to obtain the host's current IP Address before joining a game.

2 Launch *Jedi Knight* and choose to join a multiplayer game by clicking **Multiplayer** and then click **Join Game**.

3 Select the TCP/IP protocol as your network provider by double-clicking on **Internet TCP/IP Connection for DirectPlay**.

4 Enter the IP Address when prompted and click **OK**. Be sure to enter the number exactly and include periods to separate the numbers. A valid number will look something like this: **199.3.89.200**.

5 Once you have entered a valid IP Address and clicked **OK**, you will see "Searching" on the **Multiplayer Game** list. When the game has been launched by the host, and your computer finds the game, "Searching" will be replaced by the name of the host's game. If the game isn't found, click **Cancel**, verify that the IP Address was entered correctly, and try again.

6 When the game is found, click the name, then click **OK** to connect.

7 Lastly, you will need to create a character to use for this game, or use an existing one that you have previously created. Click **OK** when you have selected a character and the game will start. This screen is described in the **Edit Character** section on page 42 of this manual.

USEFUL INTERNET UTILITIES INCLUDED WITH WINDOWS 95

► **IP CONFIGURATION VIEWER:** This utility allows you to view your TCP/IP settings, such as your IP address. To join an Internet game, you will need to know the IP Address of the computer hosting the game. The host can use the IP Configuration Viewer to identify his IP address and give this number to you so that you can find his game on the Internet.

To obtain your IP Address:

1 Connect to your ISP.

2 Click the **Start** button.

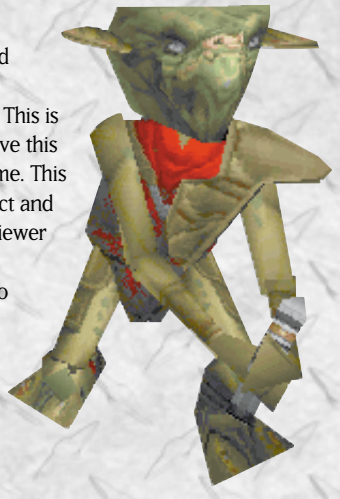
3 Then click **Run**.

4 Type **WINIPCFG**, and press **ENTER** to display the IP Configuration Viewer.

5 Click the arrow to the right of the drop-down box and select **PPP Adapter** from the list (if necessary).

6 Make note of the number in the IP Address window. This is your current Internet IP Address. You will need to give this number to others who wish to join your Internet game. This address will usually change every time you disconnect and re-connect to your ISP. You can now minimise the viewer and your IP address will be displayed on the taskbar.

► **PING:** You can use the DOS-based PING command to determine latency between you and the host.



To use the PING command:

1. Click on the **Start** menu, then choose **Programs**.
2. Click **MS-DOS Prompt** to open up a DOS window.
3. At the **MS-DOS Prompt**, type **Ping** followed by the IP address of the host and then press **ENTER**.

   For example:

   `C:\Windows>ping 199.3.89.200` <Enter>

   You will then see something like this:

```
Pinging 199.3.89.200 with 32 bytes of data:

Reply from 199.3.89.200: bytes=32 time=296ms TTL=128
Reply from 199.3.89.200: bytes=32 time=302ms TTL=128
Reply from 199.3.89.200: bytes=32 time=331ms TTL=128
Reply from 199.3.89.200: bytes=32 time=290ms TTL=128
```

The PING command will "ping" the host four times and return the above information. The number following **time=** is your latency. An average latency of 500 ms (milliseconds) or less is generally acceptable for playing *Jedi Knight*, but the lower this number the better your game experience will be. A "Ping time" of 300 ms or less (average) is optimal for playing *Jedi Knight*.

NOTE: If you get **Request timed out** one or more times, you will likely experience poor performance while playing online, due to Internet congestion and dropped packets.

PERFORMANCE TIPS FOR PLAYING JEDI KNIGHT ON THE INTERNET

- **You need a quality connection to the Internet.** The Internet is always changing and is unpredictable by nature. If you have performance problems while playing online, you might want to disconnect from your ISP and reconnect to attempt to get a better connection. You may also have a better experience by playing at other times of the day or night, when the Internet is less congested. Some commercial membership online services that offer Internet access may not perform adequately. An independent or local Internet Service Provider will generally offer the best performance.
- **Connect to the Internet using your modem's highest speed possible.** When you connect to your ISP, you will see a message **Connected at 28800 bps** or something similar. This is especially important if you are the host for an Internet game.
- **It is important to have a low latency connection.** A latency of 500 ms or less between players is acceptable; it is recommended that you have an average latency of 300 ms or less. Refer to the PING command in the Useful Internet Utilities Included with Windows 95 section on page 53 for more information. Some online membership services that offer access to the Internet (through their proprietary dial-up services) have high latency and may not perform well with *Jedi Knight*.
- **Try turning down the game's detail levels or playing in a lower resolution.** Playing a multiplayer game, especially an Internet game, is more demanding on your computer's CPU hardware. For this reason, you may want to choose a lower resolution for online play than you would during single player games. After all, when competing with other players, the most important thing is that you have a good frame rate so you can react quickly to your opponents' actions.
- **The number of players in the game will affect performance.** If you are having performance problems, try playing with fewer players. The better the connection of all players, the more players can join. For instance, a game hosted on a good ISDN, Cable modem, or T1 connection may allow nearly as many players as a LAN connection, offering good performance. Games hosted on standard modems will perform well with four or five players on average.
- **The host should be the fastest machine in the game.** It is always a good idea to have the fastest machine in a multiplayer game be the host. If you are on the Zone and don't have a really fast machine, you should join games hosted by other people on a faster machines, rather than hosting yourself. The basic rule of thumb is the faster the frame rate on the host machine, the better the game will be for all players. A fast machine running too high of a resolution that yields a less than optimal frame rate will result in poor performance overall.
- **Use the Network Tick Rate setting to compensate for a poor connection.** This setting, in the host's **Multiplayer Advanced Options** screen, allows you to adjusts how often data is transmitted between computers while in a multiplayer game. The tick rate number is in milliseconds (ms). For example: A tick rate of 200 will send a packet once every 200 ms or five times per second. A tick rate of 100 will send data ten times a second. Valid ranges are 100-250 and the default setting is 180. The default value has been found to work fine in most cases and should only be modified by advanced users. If you are looking to optimise performance while hosting on a poor connection to the Internet, you can increase this setting so that packets are sent less often. If you are hosting on a fast connection, or are hosting a LAN game, setting this number lower will send updates more frequently and give more responsive network play.

GLOSSARY OF INTERNET-RELATED TERMS

***ActiveX*™:** This is a technology developed by Microsoft to allow active animation and other active content within any Web pages that use the technology. To view a Web page that uses *ActiveX*, your Web browser must have *ActiveX* support. The Internet Gaming

Zone uses an *ActiveX* Lobby and thus requires an *ActiveX*-compatible browser.

Bandwidth: The amount of data that can be transmitted or received in a given amount of time. For example, a 28.8 modem can send and receive at 28.8 kbps (kilobits per second) and an ISDN card can transmit at speeds ranging from 56 Kps (Kilobytes per second) to 128 Kps.

Client (also see Host): In multiplayer gaming, a client refers to a person who is joining a network game that has been created by another player. The player that creates the game is referred to as the Host (or Server).

DirectX: *DirectX* is the API (Applications Programming Interface) that *Jedi Knight* uses to access your computer's hardware. *DirectX* has been developed by Microsoft to integrate into the Windows 95 operating system and provides games with a standard method of direct access to the advanced features of your computer's hardware, without having to develop specifically for that hardware. *DirectX* is made up of five components: *DirectDraw* for 2D display capabilities, *Direct3D* for 3D display, *DirectSound* for sound capabilities, *DirectPlay* for multiplayer capabilities, and *DirectInput* for input devices such as mice, keyboards and joysticks.

Host (also see Client): The host is the computer that creates the multiplayer game for others to join. The host's computer also handles a lot of the chores associated with communication between participants in a multiplayer game.

Internet: The Internet, is an internetwork, or network of smaller networks that, today, spans the entire globe. Since its inception in the 1970s, the Internet has grown to epic proportions and, in essence, has become a public network.

IP Address: (Internet Protocol Address) This is a number, commonly referred to as an IP Address, that is assigned to all computers on a TCP/IP network. Your ISP assigns one of these to you whenever you connect to the Internet. You should use the IP Configuration Viewer to obtain this number if you are hosting an Internet game. Refer to the IP Configuration Viewer in the Useful Internet Utilities Included with Windows 95 section on page 53 for more information.

IPX: (Internetwork Packet Exchange) Network protocol used in Novell Netware-compatible networks. Most commonly used protocol for LANs. Some commercial gaming services such as Kali and Internet Gaming Zone's ZoneLAN are designed to allow IPX games to be played over the Internet using custom software. This software converts IPX packets to TCP packets for transmission over the Internet. *Jedi Knight* is supported directly by the Internet Gaming Zone so there is no need to play it using ZoneLAN.

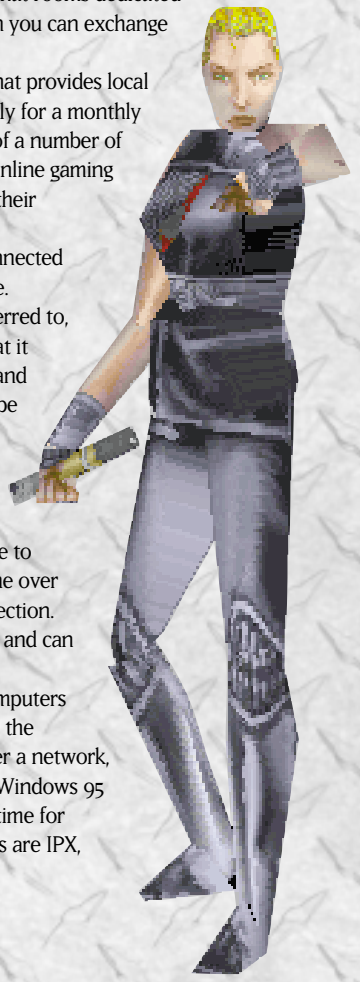
IRC: (Internet Relay Chat) Using an IRC program (not included with *Jedi Knight*, but available as shareware from many sources on the Internet), you can connect to chat rooms across the country. It is likely that you can find chat rooms dedicated to Internet gaming or specifically, *Jedi Knight*, in which you can exchange IP Addresses and arrange Internet games.

ISP: (Internet Service Provider) A company or service that provides local dial-up access to the Internet using your modem, usually for a monthly fee. Some online services offer Internet access as part of a number of services. These types of ISPs may not be adequate for online gaming due to the inherent latency caused by the overhead of their proprietary services.

LAN: (Local Area Network) Two or more computers connected together with network adapter cards and network cable.

Latency: Latency, or Internet lag as it is commonly referred to, is a measure (in milliseconds) of the amount of time that it takes for data to travel from one computer to another and back, over a network or the Internet. This lag time can be measured using the PING command. (See the Useful Utilities section on page 53 for more information on the PING command and latency). Latency is usually not an issue on a Local Area Network, but on the Internet, excessive latency can cause game performance to degrade substantially. Therefore, when playing any game over the Internet, it is important to have a low latency connection. High latencies can cause poor multiplayer performance and can decrease stability.

Network Protocol: The method, or language, that computers use to communicate with each other over a network or the Internet. For computers to be able to communicate over a network, they must share a common protocol. It is common for Windows 95 computers to use more than one protocol at the same time for compatibility with various networks. Common protocols are IPX, NetBEUI, and TCP/IP.



Packet: A single unit of data sent over a network or the Internet. When computers communicate with each other, they group their data into a form called a packet. Each packet of information is then addressed so that it can find its way to the intended recipient. Games work best if each packet sent by the game is received intact and in a timely manner. A problem that can happen on overcrowded networks and especially the Internet is that packets can get lost or dropped. In this case, the packet is resent, requiring extra work for the sending computer and creating more data that needs to be sent through your modem. Excessive dropped packets can cause performance problems during gameplay, and strange phenomena can occur. *Jedi Knight* has been designed to withstand a reasonable amount of packet loss, but excessive packet loss due to Internet congestion will adversely affect gameplay. Try playing at different times to avoid prime-time congestion of the Internet and you will most likely see better performance.

PING: This is a DOS command line program (included with Windows 95) that allows you to measure latency between your computer and another computer on a TCP/IP network or the Internet. It sends a small amount of data to an IP Address you specify and awaits a response. When it gets a response from the other computer, it will display (in milliseconds) how long it takes for the data to make the trip over the network. This is called "pinging" the host.

PPP: (Point-to-Point Protocol) You must have a PPP account with an Internet Service Provider (ISP) to play *Jedi Knight* on the Internet. If you can browse the Web, you most likely have this type of account.

TCP/IP: This is a network protocol used on LANs and the Internet. You need this protocol loaded and configured properly to play TCP/IP games on the Internet. If you are connected via modem, you should have this protocol configured for use with a Dial-Up adapter. We recommend that you use Microsoft's TCP/IP protocol that is supplied with Windows 95. Third party TCP/IP software has not been fully tested with *Jedi Knight*.

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No droids were harmed in the making of this game.

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